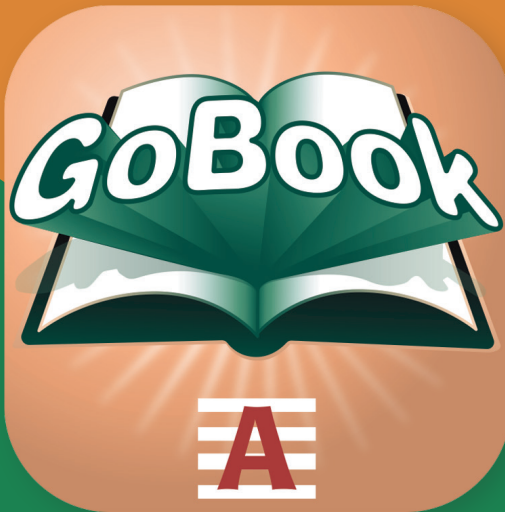
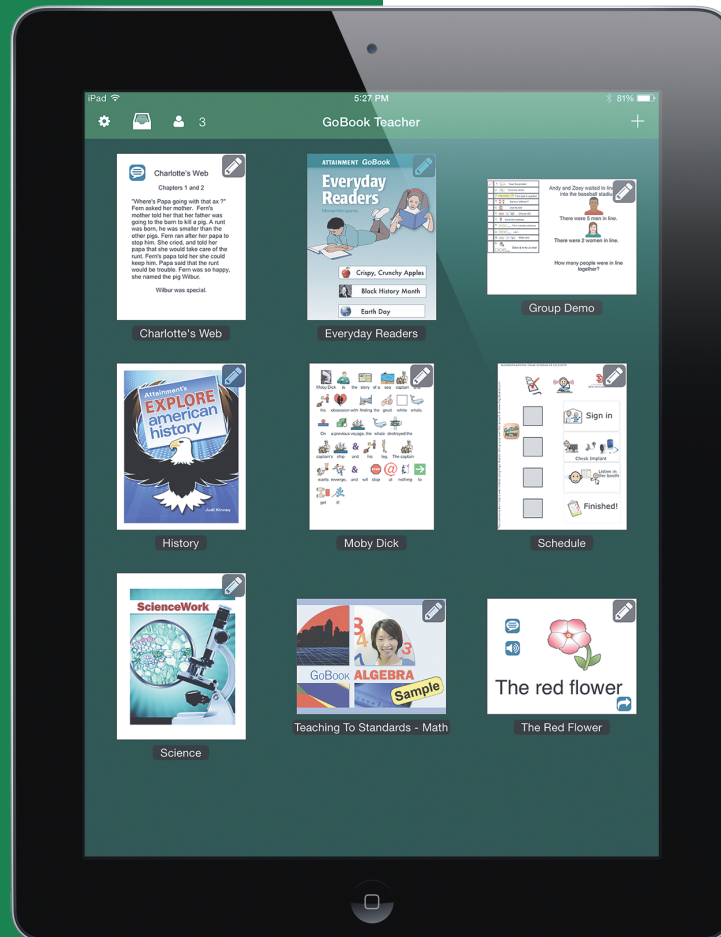


Attainment's



User's Guide



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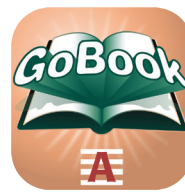
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Introduction



Introduction

GoBook is a multimedia reading and book creation tool for the iPad. Two versions of the **GoBook** app are available.

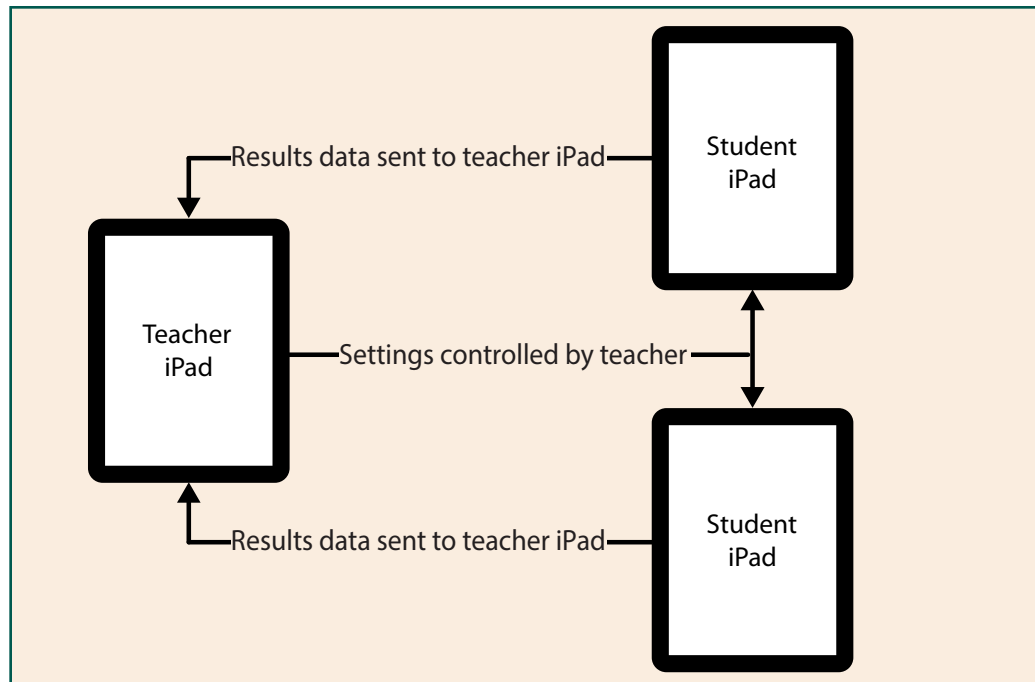
GoBook Student App (page 5)

The free **Student App** permits the user to read a GoBook and experience all of the multimedia features: photos, drawings, spoken and highlighted text, and videos. The student can also participate in assessments and other activities. When networked with a teacher iPad, quiz results are automatically sent to the teacher. Students can be assigned different difficulty levels and read a GoBook customized to their level.

GoBook Teacher App (page 6–end)

With the **Teacher App**, student pages can be quickly created by adding multimedia features to existing PDF pages, building pages from blank page templates, or a combination of both. All of the work is done right on the iPad. Narrated text is easy to create with GoBook's built in text-to-speech audio with text highlighting features. Images and videos can be added to a page with a few simple taps. Add freehand drawings or shapes using art tools. Create multiple-choice or fill-in-the-blank questions, drag-and-drop matching, and other interactive assessment activities.

Using a shared WiFi connection, user names created on a teacher iPad can be assigned to multiple student iPads—allowing assessment results from each student iPad to be collected by the teacher iPad.



GoBook Student Using GoBooks

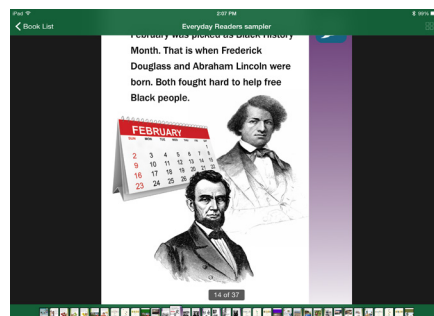
Using GoBooks



When you launch **GoBook**, the iPad will show a **Main Menu** screen that includes your library of available GoBooks. Tap a book cover thumbnail to open the book. Finger swipe or tap the page edge to turn a page.

Tapping on the middle of the page opens the **progress bar** at the bottom of the screen. Tap on a page icon in the progress bar to jump to that page.

To close the book, tap the middle of the page to show the top menu bar, and then tap **Book List** to return to the Main Menu.



GoBook Magic Buttons

Four special GoBook buttons make it easy and quick for students to play audio, watch videos, or navigate through pages.



Tap to hear text read aloud with highlighting.



Tap to hear speech, music or other sounds.



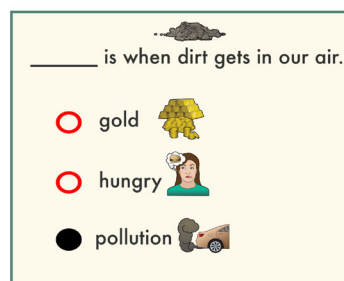
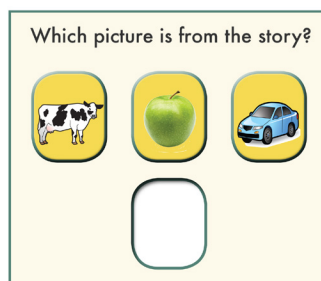
Tap to watch video.



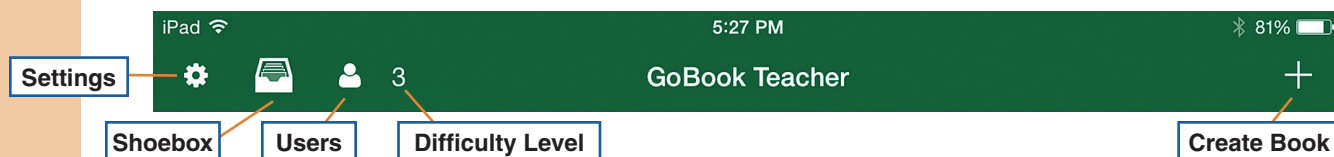
Tap to go to another page.

Quizzes and Activities on GoBook

GoBook uses iOS/iPad touch screen technology to enable a variety of student assessments. Text, images, audio, and video can be used to create lesson material designed especially for your students. GoBook lets you quickly build a variety of activities: multiple choice, fill-in-the-blank, matching, sorting, and more.



GoBook Teacher Main Menu



Main Menu

The Main Menu Toolbar

At the top of the Main Menu screen are selection icons for GoBook system features.



Settings

Tap here to view GoBook system settings, open the user guide, go to the GoBook store, download free image resources, and get technical help. *See page 7.*



Shoebox (Teacher App only)

The shoebox is a repository of media items brought in for use in creating GoBooks. Shoebox content is organized into categories: Images, Movies, Audio, and PDF. Media can be pulled into the shoebox from iCloud, Dropbox, or email. *See page 25.*



Users

If student user names have been created, they are available here for selection. *See page 27.*



Difficulty Level

Used for tiered lessons, a difficulty level number for the student can be selected here. Different students can be presented with more or less challenging material within the same book. Up to five levels are possible. If a book does not use difficulty levels, changing the student's level will have no effect. *See Annotation Settings, page 14 (object or page level); User Options, page 27 (user level).*



Create Book (Teacher App only)

Tapping here is the first step for creating a new GoBook. If building from blank template pages, you must choose portrait or landscape orientation. If your pages are to be built from PDF pages or an existing GoBook, you select an available file from the Shoebox. *See page 8.*

Sample GoBooks

The GoBook App comes with preloaded sample books. These samples cannot be edited or deleted, but can be hidden with an option found in the GoBook settings.

Editing, Renaming, or Deleting GoBooks

On the **Teacher App**, tap the pencil icon on a book thumbnail to open it in editor mode. Tap-hold the book thumbnail to show additional options for renaming, deleting, sharing, or showing assessment results.



GoBook Settings

To access **GoBook Settings**, tap gear icon in Main Menu.

Download GoTalk Image Library

Download the entire library for free. It will then show up on the **Select Image** menu, along with Local Device, Internet, and the Shoebox. See page 10.

Store

Make in-app purchases for student GoBooks and free tutorials.

Device Settings

Use these settings to adjust GoBook/iPad features:

Prevent sleep—Avoids letting the iPad go into sleep mode after a period of inactivity.

Hide samples—The provided demo books are hidden from the opening screen.

Tap to edit (Teacher app only)—On/off toggle determines whether a book thumbnail tap opens GoBook in teacher/edit mode (on) or in the student/reader mode (off). Helpful when doing a lot of editing.

Editor level (Teacher app only)—Toggle between basic and advanced editing features.

Never resume—If toggled on, books will always open to the first page, and not resume from where the user left off.

Disable tap page edge to turn page—Allows page turning by finger swipe only.

Authentication/Passcode controls

Set a 4 digit password code and choose where the passcode is required:

- To enter Settings
- Before switching User
- Before switching Difficulty Level
- To exit Player
- To enter Editor
- To delete Books
- To view Results

Allow touch ID to authenticate (iPad Air2 and later)—Use Touch ID sensor (fingerprint) instead of a passcode.

Support

User Guide—Digital access to this guide.

Send a message to support—Emails Attainment support staff.

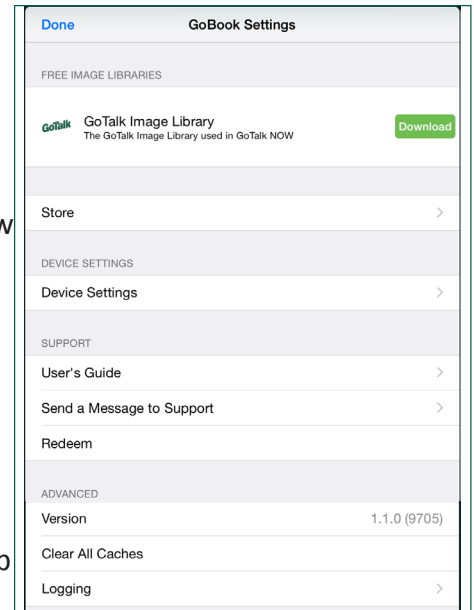
Redeem—Use access codes provided by Attainment for feature additions.

Advanced

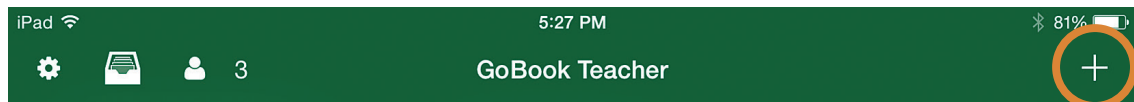
Version—Displays the version of the installed app.

Clear all caches—Resets the iPad memory cache, which can remedy routine performance problems.

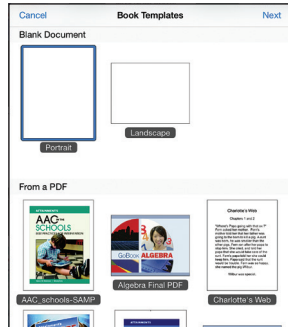
Logging—For use by Attainment support staff only.



Creating GoBooks



Creating GoBooks



On the Main Menu, tap the + button at top right of the screen. Then choose a template from one of three sections: **Blank Document**, **From a PDF** or **From a GoBook**, and tap **Next**. Name your new book and tap **Create**. Your new pages will appear in **Edit** mode. You can then add multimedia features to the pages, and add new blank pages for original content.

If there are no existing PDF files or GoBooks, choose either a **Portrait** (vertical) or **Landscape** (horizontal) page view.

Choosing an existing GoBook will make an exact copy of it.

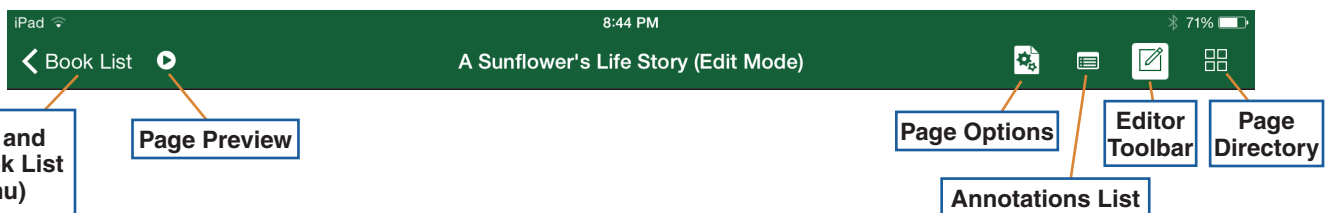
Editing GoBooks

There are two ways to open a GoBook for editing.

- (1) Tap the pencil in the right-hand corner of the thumbnail image.
- (2) Touch and hold on the thumbnail image; choose “Edit” from the options.

A GoBook will consist of one or more pages. If these pages have preexisting text or images from a PDF file, Magic Buttons can be added to read the text, play sounds or videos, and more. If the pages are blank, text, images and other media can be placed, as well as quiz questions.

NOTE: GoBook sees each page as a unique entity. Unlike word processors, there are no book-wide styles, and most settings and options affect only the current page. However, objects can be copied from page to page along with their attributes, and whole pages can be duplicated as well, so there’s no need to start every page from scratch.



Edit Mode—Top Toolbar

When a GoBook is opened to play or to edit, the top toolbar has new features.

Book List

Tap here to close/save your book and return to the Main Menu.



Page Preview

Tapping the “play” symbol will let you see the page in the Player. The symbol toggles to a pencil; tapping the pencil will take you back to the Editor.

Editing GoBooks



Page Options

Settings that affect only the page being edited.

Page Title: Title will appear in the top bar when in Player mode.

Starts Chapter Named: Can organize long GoBooks into chapters in the page directory.

Show in Difficulties: Can assign the page to specified difficulty levels. The page is assigned to all levels by default.

Modify Word Pronunciation: Used when text-to-speech mispronounces a word. See *Troubleshooting, page 28*

On Load Script: To add an action that occurs as soon as the page is opened. See *Scripts, page 21*.

Named Scripts are used for very complex scripts.



Annotation List

Shows all content objects (text box, image, video button, etc.) on a page as a linked list. Tap on a listed item to select that object on the page.



Editor Toolbar—To toggle the editor toolbar on and off.



Page Directory

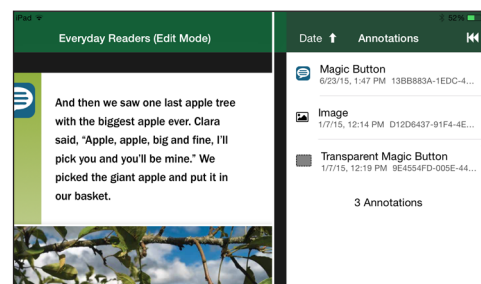
Shows all book pages. In **Player** mode, tap on a page to open it. In **Edit** mode you can add, delete, copy, or rearrange pages.

Add pages: Tap the + (plus) menu button to open the **Add Page(s)** pop-up.

Add a blank template page, PDF file or to the end of your GoBook. If you are adding pages from a file, you will be asked to select the pages to add.

Delete, copy or reorder pages—Tap **Edit** and select one or more pages.

- **Delete:** Tap the **trash can** menu icon to delete the page(s).
- **Copy:** Tap the **x₂** menu option. Copied page(s) will be inserted immediately after the selection.
- **Reorder:** Tap-hold on a page thumbnail to move it to a new location.



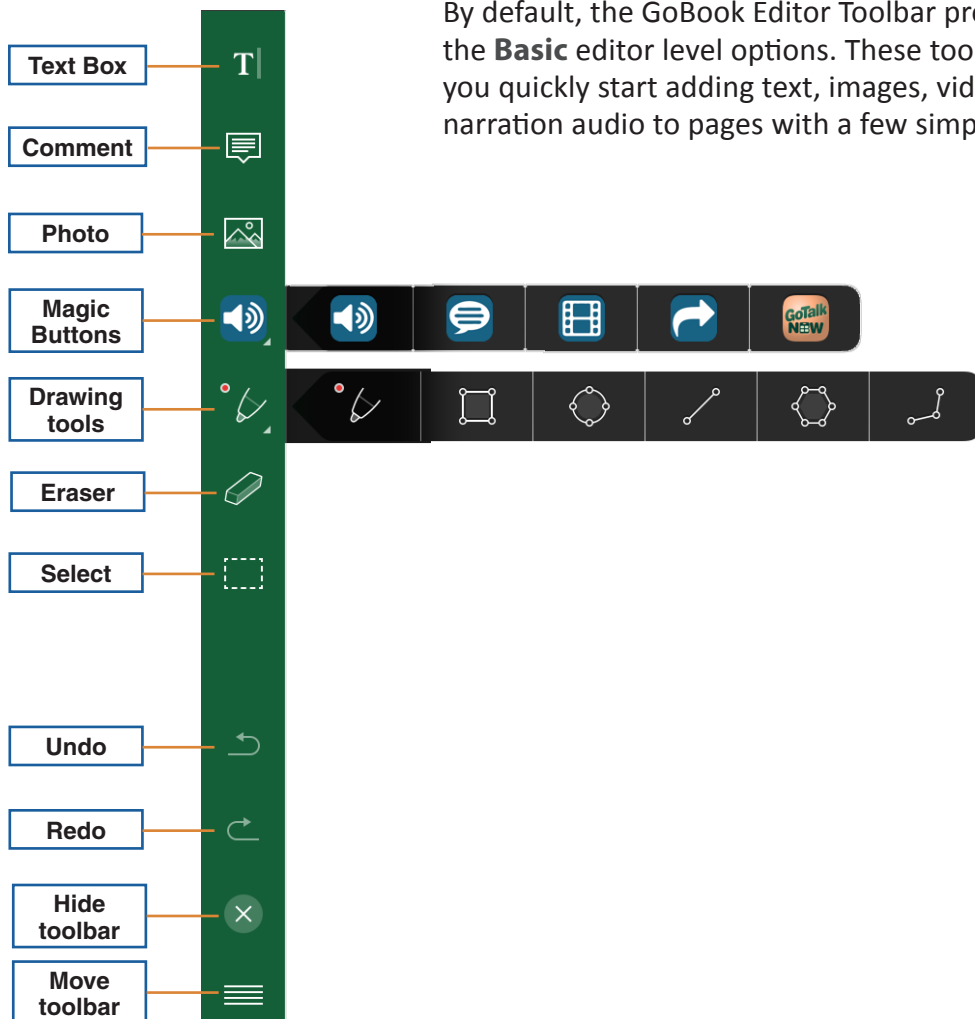
A page and its Annotation list. Notice, the text is not shown as an annotation because it was not added to the page. It was part of the imported PDF file.

Editor Toolbar: Basic

Editor Toolbar: Basic

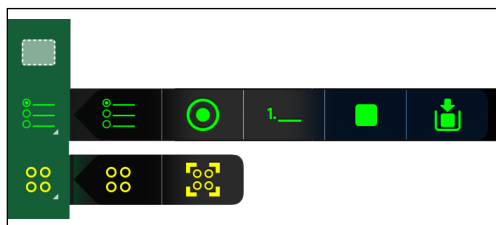
When in Edit Mode, the Editor Toolbar appears at the side of the screen.

By default, the GoBook Editor Toolbar provides the **Basic** editor level options. These tools let you quickly start adding text, images, video, and narration audio to pages with a few simple taps.



The **Advanced Editor tools** (see page 15) provide powerful capabilities to turn existing material into interactive lessons.

- * Touch-sensitive hotspots with scripted behaviors
- * Buttons for quiz creation
- * Buttons for objects that can be counted



To add the **Advanced** editor level features to the toolbar, go to **GoBook Settings→Device Settings**. For a detailed description of the two editor levels, see *Appendix A*.

< Device Settings	Editor Level
	Basic Editor
	Advanced Editor ✓

Editor Toolbar: Basic

Adding Text, Drawings, and Photos

T

Text tool

Select the text tool button, and then tap anywhere on the page to add a text box. Type in text and choose size, color, and style.

Tap an existing text box to edit or change formatting (see *Object Toolbar*, page 14).



Add Page Comments

This tool will add a pop-up text box to the page. Both the icon and comment box can be formatted, but not the comment text.

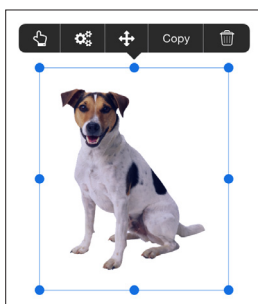


Image tool

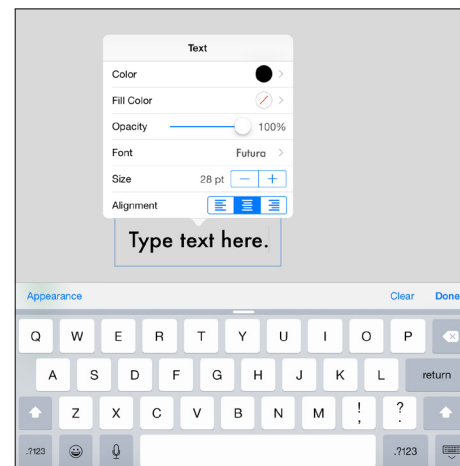
When you press the image tool button the Select Image menu will appear, showing four possible sources of images.

- [1] Local Device (the iPad)
- [2] Internet Image Search
- [3] Shoebox (see page 25)
- [4] Already in Book (current GoBook)

An additional source, the **GoTalk Image Library**, is available for download. Select **Settings** (gears) from Main Menu to find the Image Library. After download,



it will appear in the Select Image menu. When photo is placed, a blue border will appear, enabling you to move or resize the image. Tap an existing image to select.



Create a text box using the text tool.



Select image using the photo tool.

Magic buttons—See next page.

Art tools

Use the buttons in this tool group to create a shape or a freehand drawing. A colored circle will appear further down on the toolbar for changing the color and brush width.



Six different drawing tools are available:

- [1] Freehand drawing
- [2] Rectangle
- [3] Circle
- [4] Line
- [5] Filled Polygon
- [6] Segmented line



Eraser tool

Use this tool to erase all or part of a freehand drawing.

Editor Toolbar: Basic



Magic Button tools are located between the photo and drawing buttons.

Magic Buttons

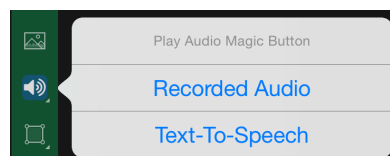
The **Magic Buttons** are quick ways to add multimedia to your GoBook. Tap a button, select options as necessary, and place icon anywhere on the page.



Play Audio

Use this button to add music, sound effects or brief spoken words. (For longer speech, use **Read** button below.)

If you choose **Recorded Audio** the Select Audio menu will appear, showing three possible sources of audio.



- [1] Record New Audio (uses iPad's embedded microphone)
- [2] Shoebox (see page 25)
- [3] Already in Book (current GoBook)

NOTE: Before recording a new sound for the first time, go to the iPad's Settings → Privacy section and enable the microphone for GoBooks.

An additional source, audio Zingers, is available for download. The Zingers are downloaded from within the Shoebox. (See page 25.)

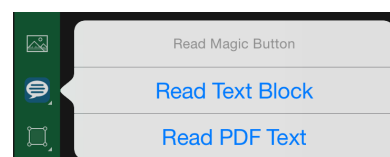
If you choose **Text-To-Speech** and tap inside the "Text to Speak" blank, a keyboard (with microphone) will appear.



Read

Use this button to read entire passages of text aloud with word-for-word highlighting. There are two options:

- [1] **Read Text Block** will read an existing text box on the page.
- [2] **Read PDF Text** reads the entire page of imported PDF aloud. *NOTE: You can specify text to be read; see Troubleshooting, page 28.*



Play Video

Options are to choose a video from your iPad or from the Shoebox, or link to a YouTube video with a video ID.

NOTE: For YouTube links, the video ID is the final 11 characters of the YouTube URL, usually preceded by a slash or equal sign. For example, for URL <http://youtube/BqyvUvxOx0M>, the video ID would be BqyvUvxOx0M.



Jump To

Add this navigation button to link to a different page: either forward one page, backward one page, or to a specific page.



GoTalk Now

Add a button to link to a specific GoTalk Now page, via the URL for that page.

Editor Toolbar: Basic

Other Features on the Toolbar



Select/Group Objects on Page

Tap the Select tool and swipe over an object to bring up the **Object Toolbar** (see next page). Swipe over multiple objects to group them.



Undo/Redo tools

Tap the left-pointing tool to undo an action (or series of actions); tap the right-pointing tool to redo actions. (Note: In GoBook Teacher you will access the Undo/Redo tools by tapping three-circle symbol on toolbar.



Hide the Editor Toolbar

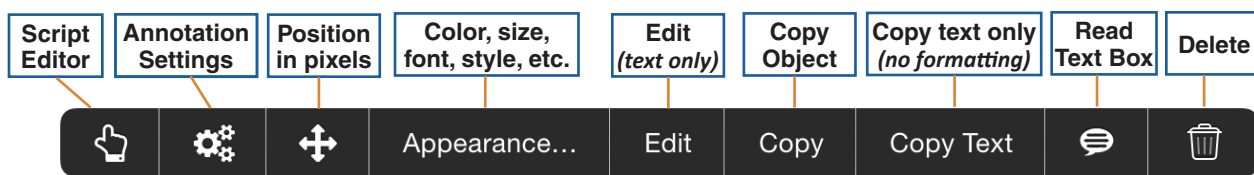
Tap this toolbar button to hide the toolbar. Restore the toolbar with the pencil icon at the top right of the screen.



Move the Editor Toolbar

The Editor toolbar can be positioned on the left or right side of the screen. Drag this toolbar button to move the toolbar.

The Object Toolbar



Object Toolbar for text box.

The Object Toolbar

Tapping on a page object (text box, image, magic button, etc.) will open an Object Toolbar for adding instructions or formatting for that particular object. Options will vary based on the object. *See below for Magic Button Object Toolbar.*



Script Editor

Opens Script Editor menu to create **scripted actions** for the selected object. (See page 21.)



Annotation Settings tool

An Annotation is any object placed on the page. This menu provides options for that object, including assigning it to specific difficulty levels.



Position

This tool provides precise pixel X/Y coordinates for **object placement** as an alternative to dragging an object on the page.

Appearance

This tool provides settings to adjust **style**: color, fill color, opacity, font type and style, text size, and text alignment.

Edit

Opens iPad keyboard to **edit text**.

Copy

Copies any selected object and retains all its formatting and attributes.

Copy text

Use this tool to copy only the text in a text box—formatting is not kept.



Read Text Box

Automatically creates a read-text Magic Button.



Trash/delete

Delete a selected object.



Edit Speech

Add or change text to speak.



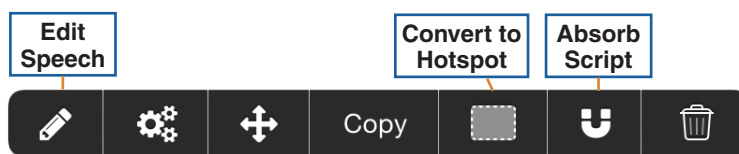
Convert to Hotspot

Changes object to an invisible area in which you can alter or add scripts. (See *Hotspot tool, next page.*)



Absorb Script

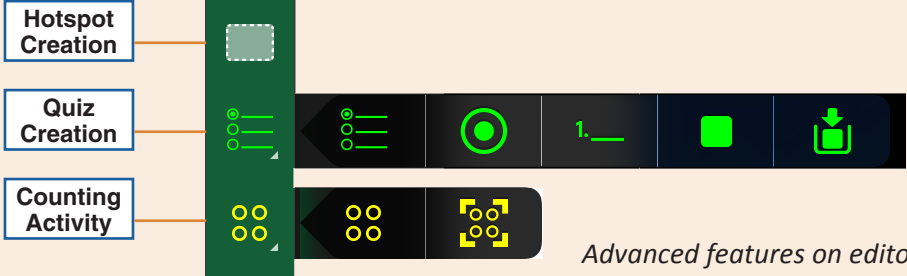
Consolidate two or more audio Magic Buttons into a single button, to unclutter your page. (See page 23.)



Object Toolbar for Magic Buttons.

Editor Tools: Advanced

Editor Tools: Advanced



Advanced features on editor toolbar.

GoBook's advanced editing tools help turn page content into an interactive lesson. To include the advanced tools on the editing toolbar, open GoBook Settings and select **Advanced Editor** as the editor level.


With the Advanced Editor you can create a customized curriculum for students to use on their iPads. For example, a student might hear sound effects for correct and incorrect answers, or hear a message prompting another try. Selected activity items can be shown or hidden to support tiered learning, and quiz questions can be set up with errorless learning.

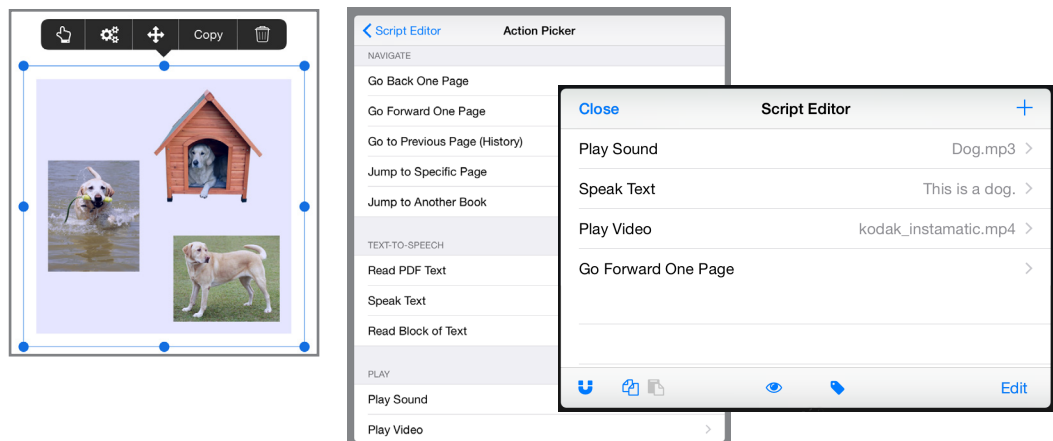


Hotspots

With the **Hotspot Tool**, you can add scripted behaviors to any page area. Tapping the area could trigger a sound effect or start a video. Multiple actions can be combined in a script to execute a sequence of events. *For more information about scripts, see page 21.*

Example: Add a hotspot to a group of pictures, and create a script to: [1] play a dog-bark sound effect, [2] say, "This is a dog," [3] play a video, and [4] go to the next page.

Pressing the **Hotspot Tool** creates a shaded box in the middle of your page, which you then move and resize to cover the object. Tap the box and  to open the **Script Editor**. Tap + at top right to choose four actions, in order, for the script assigned to this hotspot.



Editor Tools: Advanced

Creating Quiz Activities

Use **Advanced Editor** tools to create assessment materials, including **multiple choice, shared response /drag and drop, fill in the blank, and counting** exercises.

Each quiz contains these components:

- (1) One or more questions;
- (2) One or more possible answers to each question;
- (3) An area for the answer to go;
- (4) (*Usually*) An area to check the answer. The answer-check spot can record the answer for results data, and respond to the answer with sound effects (e.g., bell or buzzer), verbal feedback (e.g., “Good job” or “Try again”), navigation to the next question, and more.



Multiple Choice Wizard

This tool will set up a list of multiple choice answers automatically. The question is added separately.

Example: Create a multiple choice activity to choose the correct color.

To make a list:

1. Press the Multiple Choice Wizard button. Tap Correct Answer to bring up keyboard.
2. Type in the correct answer, “red.”
3. Touch “Add Incorrect Answer”; this will open a line above for you to type in. Add as many incorrect answers as you would like, then press “Done.”
4. Tap quiz and gears to change options, if desired: Make answer speak when tapped • Change font type and size • Add info for test results data • Designate difficulty level(s).
5. Make a text box on the page for the question. Add text-to-speech capability if you wish.
6. Make a “Check Answer” button for student. See *page 17 for directions*.

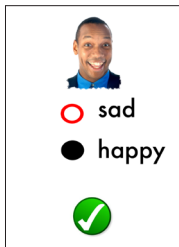
NOTE: In Edit mode, the correct answer always appears at the top of the list, but in Player mode the list appears in random order.

Quiz Activities



Single-item Multiple Choice

The **Single-Item Multiple Choice** tool is used to place answer individual selection circles next to potential answers.

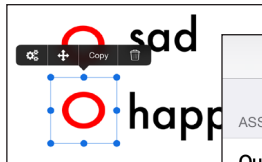


Example: Create a multiple choice activity to choose the answer that best describes a photo (*left*). Start with answers on an existing page. (*right*).



Press the Multiple Choice button to add an answer circle next to each answer.

Use the Annotations Settings (gears) to designate one choice as the correct answer. The “Answer Text” and “Question Text” blanks are for use only in results reporting.



Annotation Settings		Done
ASSESSMENT		
Question Number	1	<input type="button" value="-"/> <input type="button" value="+"/>
Correct Answer	<input checked="" type="checkbox"/>	
Answer Text	happy	
Question Text	Photo of smiling face	

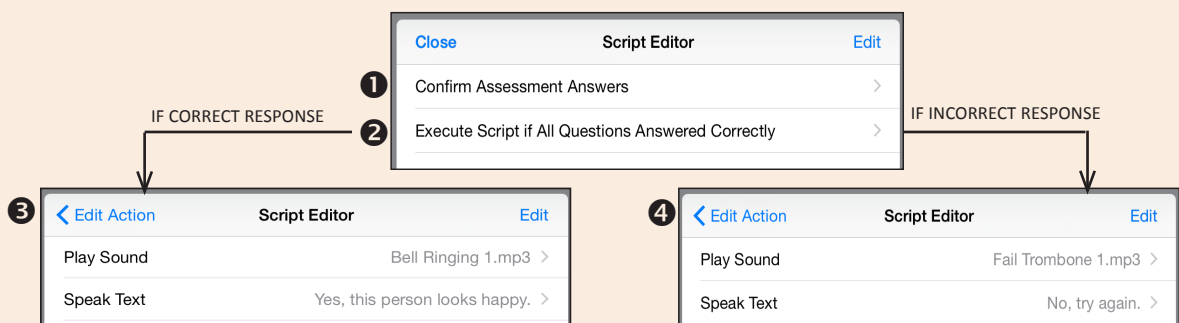
Check Answer Button

GoBook can record and store answers to quiz questions. Creating a Check Answer button enables the teacher to record quiz results data for later viewing, and, if desired, provide instant feedback to the student.



Choose an image that can be used as a check-answer symbol and place on page. Tap the finger point button to open the Script Editor.

Example scripts are below. The first script is to confirm student answers. ① To generate feedback, add conditional scripts ② for right and wrong answers. ③ ④



Access quiz results report by opening users list, swiping a name and selecting “Results.” Here are example results from the sad/happy quiz.

Molly's Results		Done
Molly - User/Sample Page 2 at 4/14/15, 4:27 PM	Difficulty 2 Question 1: Photo of smiling face Answer Given: happy (1 out of 1)	
Molly - User/Sample Page 2 at 4/14/15, 4:27 PM	Difficulty 2 Question 1: Photo of smiling face Answer Given: sad (0 out of 1)	

Quiz Activities

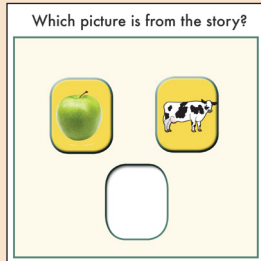
Shared Response Drag-and-Drop / Errorless Learning

Possible answers



Answer blank

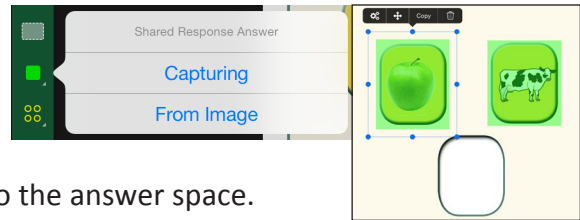
These two tools let you use text or images for Shared Response drag-and-drop activities. Objects that can be dragged to a blank are defined with the square button. Answer blanks are defined with the square-in-box button. This quiz can be set up for errorless learning, as shown in the example below.




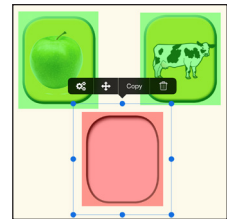
Example: Create an errorless learning GoBook activity that asks the student to recognize a picture from a story—placing the correct picture into an answer box. Only a correct choice will “stick” to the answer box.

Note: If you wanted to generate feedback or track results, you would need to add a scripted check-answer space to the page. See page 17.

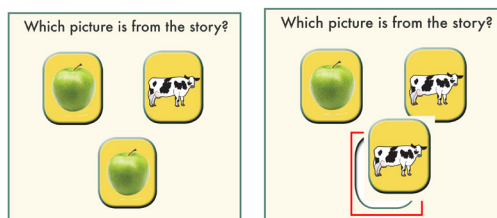
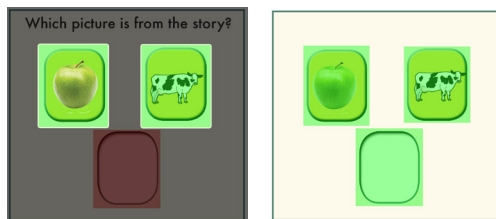
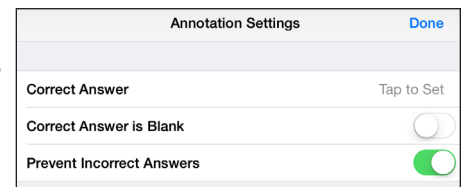
Start with pictures in place on the page, with an empty box for the answer space. Touch the square button on quiz toolbar, and select the “Capturing” option. Draw a green box over the image. Do this for both images. Now they can be dragged to the answer space.



Touch the square inside the box  to create a red box over the answer space. This will become the drag-and-drop target. Select the red answer box and tap gears to open **Annotation Settings**.



Select “Correct Answer” and tap the image that is the correct choice. Note that the red box now turns green. Toggle “Prevent Incorrect Answers” on.



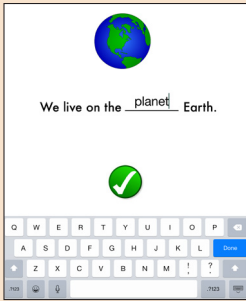
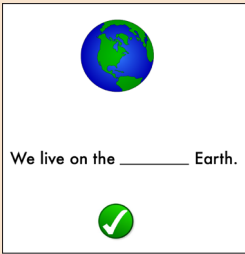
In Player mode the correct choice can be dragged into the answer box, but the incorrect choice is rejected.

Editor Tools: Advanced

1. _____

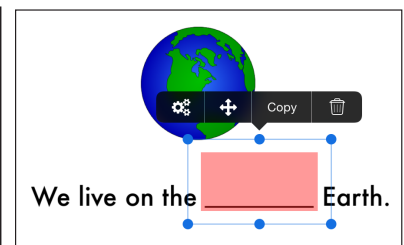
Fill-in-the-Blank

Use this tool to create answer blank quiz items that can be filled in with one or more acceptable answers.



Example: Create a fill-in-the-blank activity requiring student to type an answer with the iPad keyboard.

Start by adding text and/or images to the page. Leave an empty space for the write-in answer blank. Use the **Fill in the Blank** tool button to add an answer blank. It will appear as a red box.



Annotation Settings Done

ASSESSMENT

Question Number 2 - +

Question Text We live on the _____ Earth.

Discard Result ☐

Ignore Case ☒

Hide Line ☐

ACCEPTABLE ANSWERS

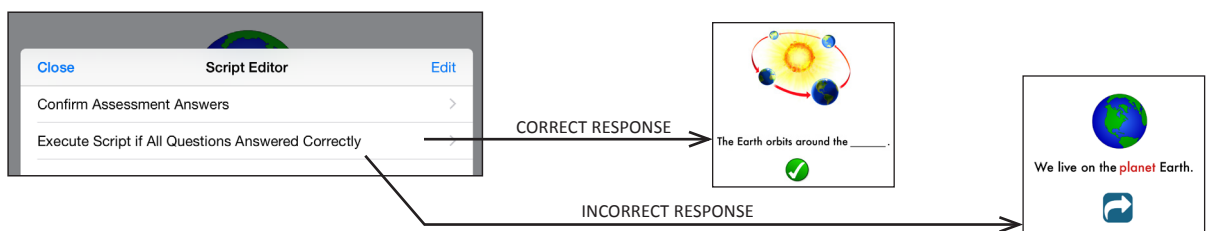
planet

+ Add Item

Tap gears (Annotations Settings) to type in one or more acceptable answers. Other options: ignore case; hide line on page; and label the question number and question text for use in the results report. When the acceptable answer field is filled in, the answer blank turns green.

We live on the Earth.

Create a check-answer button on the page to collect quiz results data, and provide student feedback if you wish. In this example, a correct answer gives positive feedback and takes the student to the next quiz question; feedback for an incorrect answer says, "We live on the planet Earth," and changes the page to show the correct answer.



Editor Tools: Advanced

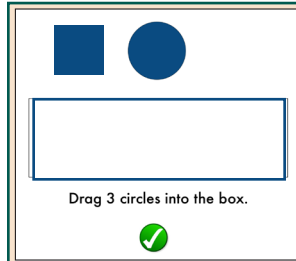
Counters

Designate
Counting
Tokens



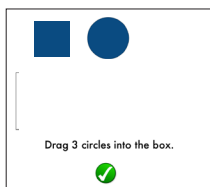
Designate
Counting
Zone

A Counter is an activity using one or more objects, called “counting tokens,” that can be cloned and dragged repeatedly into and out of an area on the page called the “counting zone.” Using scripts, the answer-check button chooses a zone, assigns a total value to the zone, and checks to see how many tokens are currently in the zone.



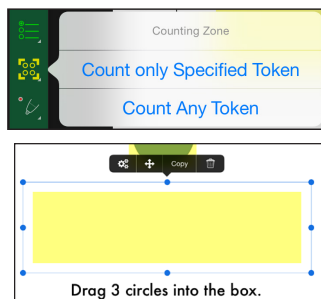
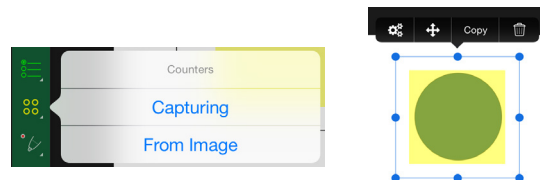
Example: Create an activity that asks the student to drag three circles into a box. Circles will be counted as they are added to the box. Squares will not be counted. A check-answer button will determine if the number of circles placed in the box equals 3, and will provide feedback for a correct or incorrect count.

Start by making a circle with the drawing tool, and adding text and an answer-check image. Leave empty space on the page for the



box that will be the counting zone.

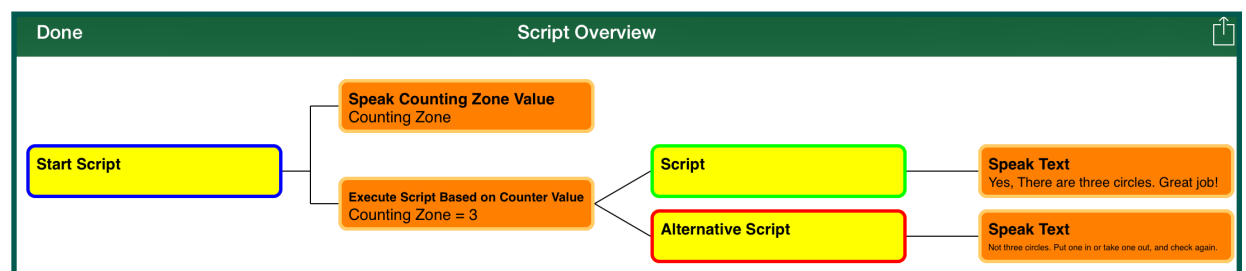
Tap the Counting Token tool and select “Capturing.” Use the tool to draw a yellow box around the circle, defining it as a counting token. Do the same with the square.



Tap the Counting Zone tool to draw a box. Because you are only counting circles in this exercise, choose “Count only Specified Token” and select the circle. If there was only a circle on the page, or if you were counting all shapes, you would choose “Count Any Token.”

Turning on “Bounding Box” in the **Annotation Settings** (gears) will make the box visible to the reader. Alternatively, you can draw the box around any existing shape or image on the page.

Make a hotspot for the Check-Answer button, and assign a script. The diagram of an example script is shown below. These actions will say the total number of circles in the box, and give positive feedback when three circles have been dragged in.



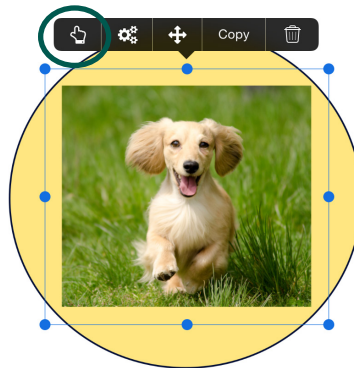
Scripts



Scripts

A page, a hotspot, text boxes and images can have actions attached to them. A scripted list triggers one or more actions when a student selects a screen object or turns a page. (For complete list of script actions, see next page.)

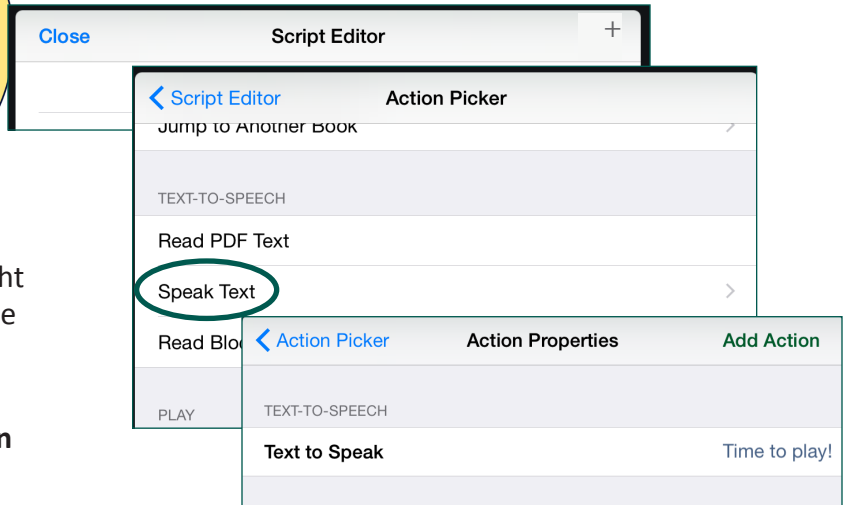
For example, an image file can be assigned a script telling it to play a video when tapped. Tapping a photo of a dog can be scripted to play the sound of a barking dog from the Zingers sound effect library. Scripting tools make it possible to set up actions for media objects, difficulty levels, and assessments.



How to Add Scripts

1. Select the object to be scripted.
2. Tap the finger icon to open the **Script Editor** menu.

3. Tap “+” at top right corner to open the **Action Picker**.
4. Select an action and modify **Action Properties**.
5. Tap **Add Action** (top right corner).

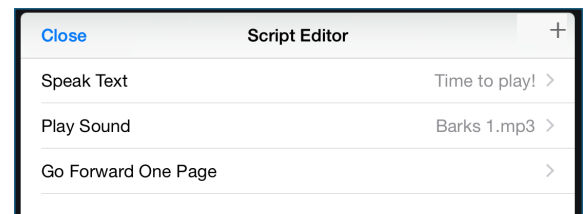


Repeat steps 3 through 5 to add more actions, in the order you want them to happen. A page jump will always be the last script of the series.

In the example above, the dog is selected, and then the finger icon is tapped to bring up the Script Editor.

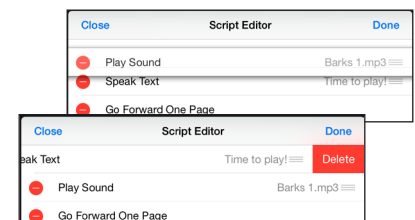
The scripts at right will cause the following behavior, in this order, when the dog image is tapped:

1. The user will hear, “Time to play!”
2. The user will hear a barking sound.
3. The book will go to the next page.



How to Rearrange or Delete Scripts

With the **Script Editor** open, tap **Edit** at the bottom right corner. Press and hold the three lines to move the script up or down in the list. Tap the red circle to delete.



Scripts

Library of GoBook Script Actions

The script action library is a toolbox for adding simple navigation, audio, and video features, or creating complex scripts and subscripts for quiz activities.

Navigate

- Go back one page
- Go forward one page
- Go to previous page (history)
- Jump to specific page
- Jump to another book

Text-to-Speech

- Read PDF text
- Speak Text
- Read Block of Text

Play

- Play sound
- Play video
- Play YouTube video

External

- Open URL

Script Execution

- Tap object
- Delay script execution
- Cancel all other scripts
- Execute inline script
- Execute named script

Difficulty level

- Execute script/named script if difficulty level
- Cancel if difficulty level

Modify objects

- Hide object
- Show object
- Set opacity on object

Draw attention to objects

- Pulse object
- Highlight object
- Clear all object highlights

Enable/disable user navigation

- Disable user navigation
- Enable user navigation

Assessment

- Confirm assessment answers
- Log assessment result
- Execute script/named script if question answered
- Execute script based on question state
- Execute script/named script if all questions answered
- Cancel script based on all questions' state
- Execute script/named script if all questions answered correctly
- Cancel script based on all questions' correctness

Counters

- Speak counter value
- Execute script/named script based on counter value
- Cancel script based on counter value
- Execute script/named script if counters contain values
- Cancel scripts if counters contain value

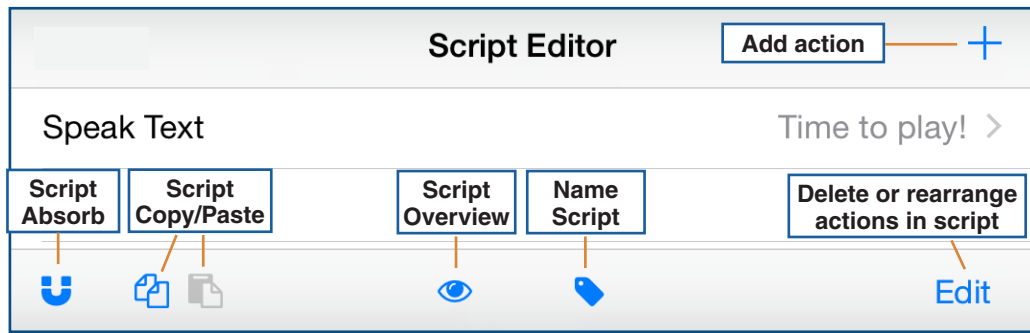
Flags

- Set flag value
- Modify flag value
- Execute script/named script based on flag value
- Cancel script based on flag value

Alerts and Notifications

- Show alert

Scripts

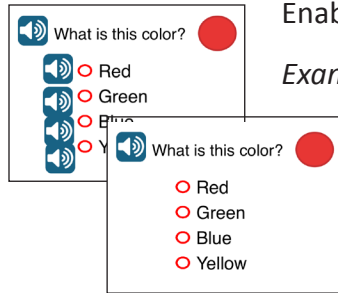


More Features of the Script Editor Menu

The tools at the bottom of the Script Editor can add flexibility and sophistication to your scripts.

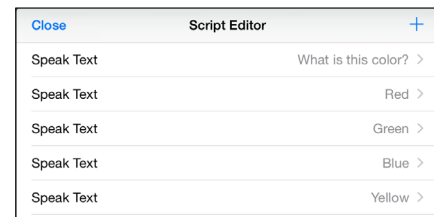
Script Absorb—also accessed from Object Toolbar, per example below.

Enables you to absorb the scripts of one object into another's.



Example: Tap the the first Magic Button's gears, then touch the magnet icon. You will be asked to choose another Magic Button; this will absorb that button's scripts and delete it.

If you saw the final script, it would look like this:



Script Append/Replace (Copy/Paste)

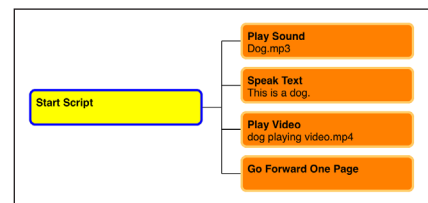
Copy all of the actions on one script, and paste them into the script for another object, even on a different page.

Script Overview

Generates a diagram of the script you created.

Name Script

Give a script a name that you can call in other scripts. Useful in very long or complex scripts.



Script overview diagram

Add (+)

Each action in a script needs to be added individually by tapping the +.

Edit

This menu enables you to highlight a page and then duplicate (X₂), delete, or press and move it to a new location. Tap **Done** to exit the Edit menu.

Sharing GoBooks

Sharing GoBooks

GoBooks you create using the Teacher App can be distributed to other iPad users of GoBook (either Teacher or Student version). On the Main Menu screen of the Teacher App, tap and hold the directory thumbnail of the GoBook to be shared. From the pop-up list of book options, select **Share**.

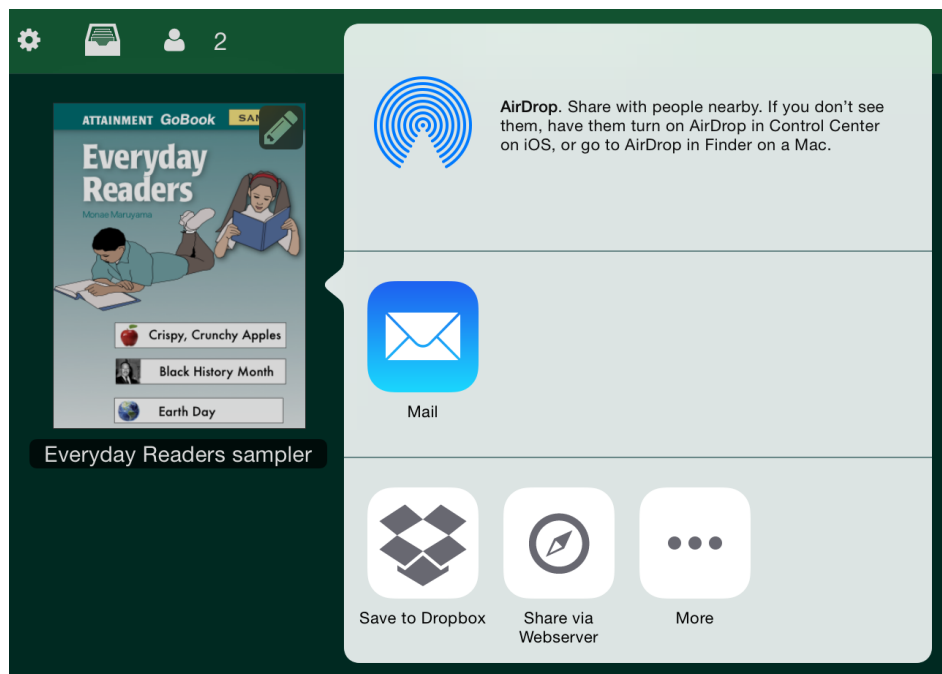
Four GoBook sharing methods are available:

AirDrop—This is the easiest and fastest way to transfer a GoBook from one iPad to another in close proximity. However, only newer iPads (generation 4+) have the AirDrop feature available.

Mail—Opens an email with the GoBook file attached. Add one or more addresses. The file attachment can be downloaded and opened with the GoBook app on the user's iPad. Email attachment restrictions and file size limitations can make email sharing problematic.

Save to Dropbox—If you have a Dropbox app on your iPad, the GoBook can be saved to your Dropbox file sharing directory. From there, you can provide a Dropbox download link to whomever is to receive the GoBook.

Share via Webservice—Generates a URL address, which can be typed in a web browser to download the GoBook. Note, this URL will download the GoBook to a computer or an iPad, but it can only be opened on an iPad.



The Shoebox

The Shoebox

The Shoebox is a place to store media files to be used when creating your GoBook pages. Separate Shoebox folders hold images, PDFs, videos, and audio files. *NOTE: The downloaded **GoTalk Image Library** has its own location. It is not part of the Shoebox.*

Add Files to the Shoebox

Use a computer and iTunes.

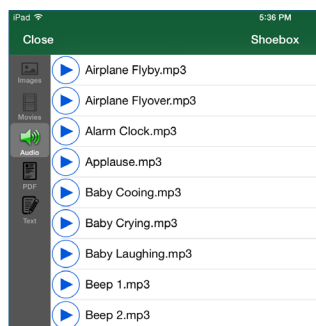
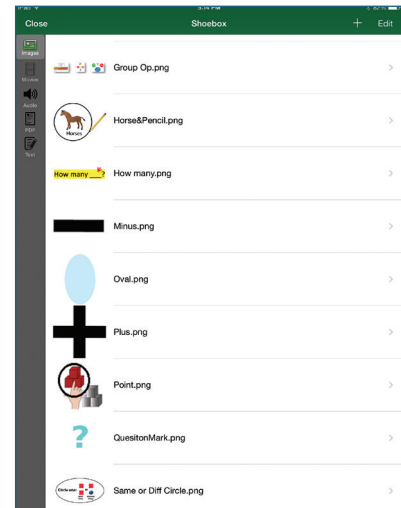
Plug your iPad into a computer that has iTunes. Select your iPad from the list of available devices, click **Apps**, and go to the file sharing area located at the end of the list of apps. Select the GoBook app shown there and drag your content files (image, audio, video, PDF) into the “documents” section. The files will be placed in the correct shoebox media folder.

Get files from an iCloud or Dropbox file sharing account.

If your iPad communicates with an Apple iCloud drive or if you have the Dropbox app on your iPad, open the shoebox and tap the “+” (plus sign) at the top right corner to show those download locations. Files available from iCloud or Dropbox will be displayed. Tap on a file to be downloaded and it will be added to the appropriate shoebox media folder.

Get a PDF from an email attachment.

A PDF document sent to your iPad as an email attachment can be selected and told to “Open in GoBook.” It will be sent to the PDF section of the shoebox. Note that only PDFs can be moved to the Shoebox via email.



Zingers Sound Effects Collection

A free collection of sound effect audio clips is available for the audio section of your Shoebox. Select Audio, tap +, and then **Download Zingers**. Adding sounds to objects on your page is easy to do with the “Play Sound” option assigned from the Script Editor.

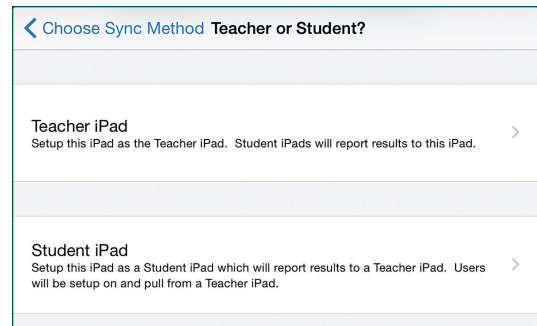
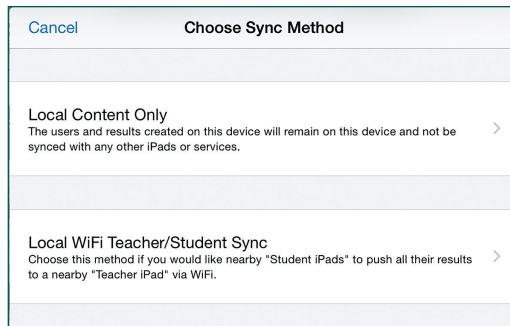
Extract PDF Page Text

If you want to use the text of a PDF page but not the formatted PDF page, go to the PDF section in the Shoebox and tap on a file name. Tap on the page containing the text you want, tap **Extract Page Text**, and then **Done**. The text will be saved in the Text section in the Shoebox, and from there can be pasted onto a page and formatted.

User Names/ WiFi Network

User Names / WiFi Network

The first time you tap the Main Menu User icon, you'll be presented with a sequence of **sync method** choices to make. Individual student user names can't be created until settings are chosen for the Sync Method options. This is required if results data are to be collected for individual students, and if a networked group of Teacher and Student iPads is to be used.



Choose a Sync Method

This determines whether GoBook can sync with other iPads and if results data can be shared over a WiFi network. *See examples below.*

Teacher iPad/Student iPad

This determines whether the iPad used for a GoBook network is to be a Teacher iPad that receives results data, or a Student iPad that reports results to a Teacher iPad. *See examples below.*

Sync Examples

Example A

If the iPad has the full-featured **GoBook Teacher App**, and is to be networked with student iPads (with the reader-only GoBook Student App), use these settings:

1. Choose **Local WiFi Teacher/Student Sync**.
2. Choose **Teacher iPad**.
3. Follow prompts to create user names. Networked student iPads will inherit the user names and push results data to the teacher iPad.

NOTE: If you are using only one iPad with the Teacher App, choose these settings. That way, you can network with student iPads in the future.

User Names/ WiFi Network

Sync Examples (*continued*)

Example B

If the iPad has the **GoBook Student App** (reader-only) and is to be networked with a Teacher iPad, use these settings:


1. Choose **Local WiFi Teacher/Student Sync**.
2. Choose **Student iPad**.
3. Choose the Teacher iPad to connect to (must be on the same WiFi network).
The user names from the Teacher App will be loaded automatically.

Example C

If the iPad has the **GoBook Student App** (reader-only) and WiFi sharing is not to be allowed, use these settings:

1. Choose **Local Content Only**.
2. Choose **Student iPad**.
3. Follow prompts to create User names.

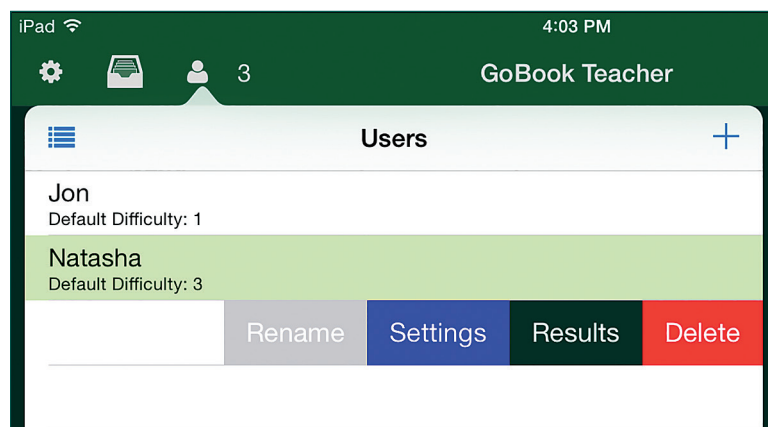
Adding and Deleting Users

After completing the sync method settings, tapping the Select User button  lets you select, create, rename, or delete a user name.

Add a User: from the Users pop-up window, tap the + (plus sign).

User Options: Left swipe a user name to show buttons for renaming, deleting, settings (difficulty level), or to show results for that student.

*NOTE: To avoid deleting a user accidentally, the **Delete** option appears only when swiping a non-highlighted name. In the example below, the user being deleted is the one below Natasha, whose name is obscured by the options.*



Technical Support

Contact Us

If you have questions or problems, please contact us:

By phone: 1-800-327-4269 or 1-608-845-7880, weekdays 9 am-5 pm (CST)

By email: info@AttainmentCompany.com

Troubleshooting

Here are some issues that GoBook users may encounter, and what to do about it.

GoBook is reading the PDF text on my page in the wrong order.

Delete the Read Magic Button. Touch and hold on the text you want read first. Move the markers to select. You will notice a toolbar with two numbers at the far right. Touch the numbers, and a Magic Button will be created automatically. Make as many Magic Buttons as needed on your page, then use the Script Absorb function (magnet) to consolidate them into a single button.

The PDF text looks bad on my GoBook page, or the highlighting is out of sync.

The original document contains a font (text style) that the iPad can't render. When this happens, your only real option is to replace the "Read" Magic Button with the "Play Sound" Magic Button. You can then copy the text into a Text-To-Speech box or record it with the iPad's microphone. The student will hear the text, but not see highlighting.

I recorded my voice, but when I go to play it nothing happens.

Exit GoBook. Go to the iPad Settings and scroll down till you find GoBook. Toggle the microphone on (and photos, if you want to use internal photos). Relaunch GoBook.

I recorded my voice and it is too quiet.

Hold the iPad so that your mouth is close to the built-in microphone. There is also the option of recording your voice in another medium and importing the audio as a file into the Shoebox.

I made a page and revised it in the Editor, but when I try to preview it, the page is not there!

The page may not be visible to your Difficulty Level. Close the book and note the number in the Main Menu (top left area of the screen). The level is 2 by default, but it will retain the last number selected. Open the book in Editor mode, and navigate to the page. Tap the gears at top right to enter the Page Options menu, and look at "Show in Difficulties" to see if any levels have been unchecked.

Technical Support

In the Player, I get to a page and can't move forward or backward.

In Editor mode, navigate to the page and go to the Page Options menu. Look at "On Load Scripts." "Disable User Navigation" is sometimes used, e.g., to prevent a student from moving on until s/he has taken a quiz.

The changes I made to the GoBook are not showing up.

GoBook has gotten confused. Close the book and close the app entirely, then re-open it. If that doesn't work, go to Settings from the Main Menu (gear at top left), and select "Clear All Caches." If that doesn't work, contact Attainment.

When I tap *[insert item here]*, GoBook crashes.

Call us! Also, you may be offered the option of submitting a report to Attainment at the time, or every time. This is highly recommended, so we can address the cause of the crash. Only the app developer will know!

APPENDIX A

Basic vs. Advanced

GoBook, like many apps, can be used in both simple and complex ways. The app that you install upon purchase will feature the **Basic Editor**. If you want to add audio capabilities, images, drawings and videos to your page, stick with this one.

If you want to add quiz and other activities to your page, make actions conditional with flags or difficulty levels, or use scripts to make something happen when the page appears, you will want Advanced capability. To switch to the **Advanced Editor**, tap the gears at top left for Settings, then “Device Settings.”

The chart below describes the various GoBook toolbars. **Advanced** features are marked as **red**.

Vertical Toolbar (in order)

Text Box
Comment
Image
Magic Buttons: *Play Audio; Read; Play Video; Jump To; GoTalk Now*
Hotspot
Quiz Tools
Counting Tools
Art Tools
Eraser
Select/Group Objects
Undo/Redo
Hide Toolbar
Move Toolbar

Object Toolbar for Text

Script Editor
Annotation Settings (gears)
Position (cross)
Appearance: *Font; Size; Color; Alignment*
Edit (text)
Copy (text box: includes attributes)
Copy Text (no styles included)
Create “Read” Magic Button
Trash

Object Toolbar for Image

Script Editor
Annotation Settings
Position
Copy
Trash

Object Toolbar for Magic Buttons

Edit Text to Speak (pencil) [*Read button only*]
Annotation Settings
Position
Copy
Convert to Hotspot
Absorb Script (magnet) [*Play Audio and Read buttons only*]

Script Editor tools

(*at bottom of Script Editor screen*)
Absorb Script (magnet)
Append/Replace (copy & paste)
Script Overview (diagram)
Extract to Named Script